AMENDMENTS TO THE **C**LAIMS

This listing of claims will replace all prior versions of claims in the application:

Listing of Claims:

1.   (Currently Amended) An object based interface for an industrial control system comprising:

a server program ~~receiving~~ that receives communications from a client program ~~employing~~ that employs a standard object protocol, which includes discovery instructions, the client program communicates with the server program over a network;

a set of software objects including at least two third-party objects having differing proprietary object protocols also differing from the standard object protocol; and

at least two object providers that each ~~communicating~~ communicate with the server program and one proprietary object to translate between standard object protocol and an associated one of the proprietary object protocols, the object providers expose proprietary objects that are associated with a URL and respond to the discovery instructions via identification of object features of software objects with which they are associated, wherein an interceptor monitors communications between the server program and the object providers and performs at least one of verifying license validity and recording a fee for use of an object;

whereby objects from multiple vendors may be simply utilized by the client program.

2.   (Currently Amended) The object based interface of claim 1, ~~wherein~~ the standard object protocol controls object features selected from the group consisting of: object creation, object destruction, setting parameters of the objects, invoking methods of the objects, subscribing to events of objects, and canceling event subscriptions.

3.   (Currently Amended) The object based interface of claim 1, ~~wherein~~ the proprietary object protocol controls object features selected from the group consisting of: object creation, object destruction, setting parameters of the objects, invoking methods of the objects, subscribing to events of objects, and canceling event subscriptions.

4.   (Canceled)

5.   (Currently Amended) The object based interface of claim [4]1, wherein the object features identified are selected from the group consisting of: parameters of the objects, the methods of the objects, and events of the object.

6.   (Canceled)

7.   (Currently Amended) The object-based interface of claim [4] 1, wherein the object providers are software objects that provide encapsulation of data passed to proprietary software objects.

8.   (Currently Amended) The object based interface of claim 1, wherein proprietary software objects are selected from the group consisting of Java, Com, C++, XML, and Visual Basic objects.

9.   (Canceled)

10.   (Canceled)

11.   (Currently Amended) The object based interface of claim 1, further including an asserter that communicates communicating with the object providers and the proprietary software objects that execute executing a predetermined program in response to such communications.

12.   (Canceled)

13.   (Currently Amended) The object based interface of claim 1, including an Internet interface, and wherein the client program communicates with the server program through the Internet interface.

14.   (Currently Amended) The object based interface of claim 1, ~~wherein~~ the client program is a Java applet.

15.   (Currently Amended) The object based interface of claim 1, ~~wherein~~ the software objects include graphic display elements.

16.   (Currently Amended) The object based interface of claim 1, ~~wherein~~ the software objects include graphic control elements.

17.   (Currently Amended) A method for communicating with an industrial control system comprising:

[[(a)]]receiving at a server program, standard object protocol communications, <u>including discovery instructions,</u> from a client program <u>that communicates with the server program over a network</u>; <u>and</u>

[[(b)]]translating by means of an object provider between the standard object protocol communications and at least one proprietary object protocol associated with proprietary software objects including at least two third-party objects having differing proprietary object protocols also differing from the standard object protocol, <u>the object provider exposes proprietary objects that are associated with a URL and responds to the discovery instructions by identifying object features of software objects with which they are associated,</u> wherein an interceptor monitors communications between the server program and the object provider and executes a predetermined program in response to such communications;

whereby objects from multiple vendors may be simply utilized by the client program.

18.   (Currently Amended) The method of claim 17, ~~wherein~~ the standard object protocol controls object features selected from the group consisting of: object creation, object destruction, setting parameters of the objects, invoking methods of the objects, subscribing to events of objects, and canceling event subscriptions.

19.   (Currently Amended) The method of claim 17, ~~wherein~~ the proprietary object protocol controls object features selected from the group consisting of: object creation, object destruction,

setting parameters of the objects, invoking methods of the objects, subscribing to events of objects, and canceling event subscriptions.

20.   (Canceled)

21.   (Currently Amended) The method of claim [[20]]17, wherein the object features identified are selected from the group consisting of: parameters of the objects, methods of the objects, and events of the objects.

22.   (Canceled)

23.   (Currently Amended) The method of claim [[20]]17, wherein the object providers expose a common software interface that provides an abstraction of the underlying proprietary software object interface.

24.   (Currently Amended) The method of claim 17, wherein the proprietary software objects are selected from the group consisting of Java objects, XML objects, COM, C++, and Visual Basic objects.

25.   (Canceled)

26.   (Currently Amended) The method of claim [[25]]17, wherein the predetermined program performs at least one of the tasks of verifying license validity and recording a fee for use of the object.

27.   (Currently Amended) The method of claim 17, further including communicating between the object providers and an assertor program executing a predetermined program in response to such communications.

28.   (Canceled)

29.   (Currently Amended) The method of claim 17, ~~wherein~~ the client program communicates with the server program through the Internet.

30.   (Currently Amended) The method of claim 17, ~~wherein~~ the client program is a Java applet.

31.   (Currently Amended) The method of claim 17, ~~wherein~~ the software objects include graphic display elements.

32.   (Currently Amended) The method of claim 17, ~~wherein~~ the software objects include graphic control elements.